FRED SABERHAGEN
& LLOYD JOHNSON

ONLY THE COMBINED FORCE OF A WORLD-FAMOUS SCIENCE FICTION
AUTHOR AND A FIRST-RATE SCIENCE FICTION PROGRAMMER COULD HAVE
CREATED SUCH A PANORAMA OF VIOLENCE AND TREACHERY!

BERSERKER RAIDS

ONE OR TWO PLAYERS

BERSERKER RAIDS

a

BERSERKER WORKS™

game

PLAYER'S MANUAL

BERSERKER RAIDS

a

BERSERKER WORKS™

game

PLAYER'S MANUAL

BERSERKER RAIDS COPYRIGHT 1983 BERSERKER WORKS LTD

DOS 3.3 COPYRIGHT 1980 APPLE COMPUTER, INC

Thanks to the following playtesters
Jim White
Eric Saberhagen
Tom Saberhagen

Opening sequences created and implemented on the Apple by Dennis
& Mary Martinez using FROLIC, A GENERAL ANIMATION SUBSYS-
TEM by Scott V. Walker Copyright 1982

Game Designers
Lloyd Johnson
Fred Saberhagen

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USEFUL EQUATIONS & MATHEMATICAL
RELATIONSHIPS

BACKGROUND FOR GAME PLAYING

The series of books and stories about the Berserkers has been delighting readers for some twenty years Fred Saberhagen's robotic creatures are space-going war machines, programmed to destroy all life wherever encountered BERSERKER RAIDS chronicles the struggle for control in a ten-star cluster between these remorseless killers and one or two human forces

The 10 scenarios—the corresponding text for each was written by the same author who created the Berserkers—set the scene for a variety of encounters. The player or players may define the starting position instead of using any of the scenarios OI the 10 defined scenarios 4 are for a single player (against the machine-controlled Berserkers), and 6 are for 2 players If there are 2 human players, they must decide whether to attack each other from the start, or to cooperate until the Berserker threat is overcome Even with cooperation, it isn't easy

Any game may be saved at any time for completion later

To enter the world of Berserker Raids, read the included Rules of Hyperion and other scene setting text

To get a feel for the overall game flow Consult the Code Book for definitions as needed

To win, you must capture all 10 bases.

GETTING STARTED

SYSTEM REQUIREMENTS

APPLE (a trademark of Apple Computer, Inc.)

APPLE II, APPLE II +, APPLE IIE

48K • One Disk Drive

Insert the game disk, start the system

ATARI

ATARI 400, ATARI 800, ATARI 800 XL

48K • Basic Disk Cartridge • One Disk Drive

Insert the Basic cartridge. Turn on Atari or TV

Turn on the Atari. Insert game disk. Restart Atari.

No basic cartridge is used with the XL series.

Do not use the option button when starting.

IBM-PC

64K

Monochrome or Color Video Board

DOS 1.0 or DOS 1.1 or DOS 2.0

Insert DOS disk in drive 1 and start the system. At the DOS
prompt, remove the DOS disk. Insert the game disk.
Type RAIOS

COMMODORE 64

Turn on the TV or Monitor. Turn on the disk drive
Turn on the Commodore. Wait for the disk ready light to go off
Insert the game disk in the drive. At the prompt type
LOAD "*",8,1

TITLE PAGE GRAPHICS

(This does not apply to the IBM version.)

The title sequence is a hand-eye coordination mini-game.

The player here, with the 1-2-3-4 keys at the passing ship. If the
player hits the ship, a credit appears. If the player does not
hit the ship, a new graphics shape, chosen by the, the next credit
appears.

An introductory paragraph sets the scene for play

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SELECTING MODE OF PLAY

Berserker Raids offers three modes of play.

1. START A NEW GAME
   The player defines values determining the berserkers' strength and time of arrival
2. LOAD A SCENARIO
   The player determines the outcome of a predefined situation. See Scenario settings suggested by Fred Saberhagen.
3. RESTORE A SAVED GAME
   The player continues a game situation started earlier

TRIAL GAME

Choose option one. Follow the play of the TRIAL GAME on your computer. You will quickly learn to allocate planet defenses, build fleets, and defend yourself in combat.

You are asked to input game parameters. The parameters allow you to set up a wide range of situations. In some, for example the Trial Game, the player is almost certain to destroy the berserkers. In others human victory is almost impossible. Choosing a one-player game with no berserkers results in an immediate end-game notice.

The number, strength and entry year, or range of possible entry years, for the berserker are selected. The more berserkers you input, the more often combat will occur and the less possibility you have to repair ships. Be warned that a fleet of 5 or more berserkers is pretty deadly. Even one berserker of strength 50 is a very formidable opponent. You will start with a very weak base and no ships, so allow yourself time to build a fleet and a base capable of defending itself. The berserker must not start combat on the earliest arrival date, but will be somewhere on the map

SCREEN FOR SETTING TRIAL GAME PARAMETERS

NUMBER OF PLAYERS (1-2)	1
ENTER NAME—SIDE 1:	SLAYER (name of player's choice)
DD STANDARD SHIP DESIGNS	
EXIST ON DISK FOR SLAYER (Y/N)?	N (see note *)
NUMBER OF BERSERKERS (0-100)	2
BERSERKER'S POWER (20-100).	20
EARLIEST ENTRY YEAR (0-200)	30
LATEST ENTRY YEAR (30-200)	200

Although the berserker enters the game in year 4030 in this Trial Game, you will probably have an additional 20 to 40 years before the berserker discovers your planet. The Trial Game strategy is conservative and defensive, even though a berserker of strength 20 is not a very powerful adversary. The Trial Game will step you through procedures, point out possible strategies, and explain terminology. More exciting setups are listed at the end of this section.

STARTING PLAY

After you've entered your password, a map of the star cluster appears (The map may change from game to game.) Your current location is flashing or highlighted. Stars you own are represented by ∗ signs. You'll be able to view the map periodically.

*On your first play, standard ship designs saved under your name do not exist. A file with room for ten standard ship designs is always available. Five ships are already designed for you (0-4); ships (5-9) can be designed by the player. The player may also alter the 5 designs given. At the end of play, the ship design file developed by the player may be saved under the player's name for use in future games. (This feature is not available on the ATARI.)

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Press RETURN (the method for changing screens) A ship statas-tics sheet appears You have no ships. Change screens.* You have a 40 point base with 0 Tech Level and a Productivity Index of either 1 or 2 This is as weak as a fully operational base can be. The base points increase in the successive stages of the base—how many missiles it can fire. The Tech Level measures the base's ability to build well-armed ships. The Productivity Index measures how quickly the base can build new ships. (The Code Book defines each term in detail.)

FORMING A PLAN

Your situation. 1 weak base, 0 ships, 30+ years to prepare for attack

Strategy: 1. At the home base build a fleet of 4 unarmed merchants. This fleet is used to establish two more bases in quick succession. These two bases will be factories for producing fighting ships, which can be sent back to protect the home base

2 Build the home base defensive strength When defenses are strong, start building a substantial fighting ship.

Strategy Phase 1   Building 4 unarmed merchant ships

NEW SHIP (Y/N)   Y (ATARI see †)
STANDARD SHIP DESIGN (Y/N)   Y (ATARI see †)
ENTER STANDARD SHIP NUMBER (0-9), 0   0 (ATARI see †)
Confirm your choice

A type 0 standard ship serves as an unarmed merchant. The main function of this ship is to deposit cargo Other sample ship designs are given in the MODEL SHIPS listing

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* IBM users disregard screen change.
† ATARI users consult next screen: see Listing for values

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To build unarmed merchants as quickly as possible use the following resource allocations

TECHNOLOGY   0
PRODUCTIVITY   0

After technology and productivity are allocated the remaining percentage of resources (100%) is used for ship construction Ship construction allocation reduces the completion time of the ship currently under construction A base can construct only one ship at a time

Once a ship is completed, its statistics are displayed Each category is rated as a fraction with the design maximum over the available points. Ship orders are requested The highlighted "H" is the help command, an explanation of the symbols for ship orders. As each ship is completed, order the ship to Orbit (O) the base. Continue the above procedure until four identical unarmed merchants are orbiting the home base Compiling the fleet should take four years.

Now you're ready to start building your home base's defensive strength and launch your merchant fleet. When new ship building is requested, answer no Readjust the resource allocations to reflect base defense build-up.

TECHNOLOGY   100
PRODUCTIVITY   0

When orders for the orbiting ship are requested, use the Map (M) command. Note the number of a nearby star Return to the command sheet. Enter the Travel (T) order Enter your chosen destination Confirm the order All four merchant ships should be sent to the same destination Each ship carries 10 points of cargo. To establish a fully operational base you will need 40 cargo points.

Strategy Phase 2   Establishing the first ship-building base
                   Strengthening the home base

When the merchant fleets arrive at their desstination issue an Unload (U) command for each ship. The new base now has 40 base pores. When asked to build a ship respond yes. Start building a Large Frigate, standard ship design #2. Set the resource allocations.

TECHNOLOGY	0
PRODUCTIVITY	100

Ship construction will be allocated 100% Repeat each time resource allocation is requested. This base will always be building ships

Orders for the orbiting ships are Resupply (R). Examine the Map and choose a star for the next ship-building base. Issue Travel orders to each of the four orbiting merchants

When command returns to the home base, continue the plan of the no ship building and defense build up (Tech = 100)

Strategy Phase 3 Establishing the second ship-building base Maintainng the convoy

COMMAND AT 2ND SHIP-BUILDING BASE

When the ships arrive at the second base, repeat the procedure used in establishing the first ship building base

1. Unload cargo from all ships.
2. Request ship building. Design a Large Frigate, Type 2.
3. Allocate resources to maximize speed of production (TECH = 0, PROD = 0, SHIP CONSTRUCTION = 100)
4. Resupply merchant fleet.

The conservative strategy calls for no more expansion of bases The merchant fleet is sent back to the home base The fleet will Resupply and Orbit the home base The fleet acts as a decoy if the berzerker attacks. If you acquire 50 ships (the maximum fleet size) before a berzerker attacks, the merchant ships can be Scrapped (X) to make room for fighting ships.

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COMMAND AT 1ST SHIP-BUILDING BASE

Continue execution of allocation at TECH = 0, PRO = 0, SHIP CONSTRUCTION = 100. When the Large Frigate is complete request a new ship be built: Design a Small Frigate. Energy = 250, Power Drive = 30, Beams = 0, Shields = 15, Tubes = 10, Missiles = 20, Cargo = 10. The design can also be made by changing an existing standard design. Save the changes as a standard, numbers 5-9 are open. Order the completed Large Frigate to Travel to the home base.

COMMAND AT HOME BASE

Delay building ships until the planet defenses are strengthened. A strong planet has 70 base points. Resupply any arriving ships. Orbit all ships. Continue resource allocation of TECH = 100 until the base reaches 70 points. Then stop defensive build-up and start building a Cruiser, Type 3. Readjust resource allocation to reflect building mode: TECH = 0, PRO = 0, SHIP CONSTRUCTION = 100.

Strategy Phase 4 When the set of Small Frigates are completed, continue building Large Frigate at both ship-building bases. Continue sending completed ships to the home planet. Scrap merchant ships as necessary. Await berserker attack.

COMBAT

The berserker attack may come at any time after the first 30 years. If the berserker attacks a ship building base first, hope that missiles fired from the base will do damage to the berserker before the base is destroyed. When the berserker attacks the home planet you'll be able to defend yourself more actively. After the combat notice is flashed, the berserker attacking is identified. Give orders to each ship orbiting your base. The first order should be Ship Status (S). Use the information to form a battle plan. Ships seek negative values are incomplete and cannot be used in combat. Identify the ships orbiting the home base. Make a note of the three largest ships. Return to the command page. The highlighted H is the help command. Press H for an explanation of the acronyms for combat orders.

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Only three ships in any combat round. Use the Dodge (D) command for all but the three largest ships. After issuing an Attack (A) command allocate the ship's resources. Energy equal to Power Drive is to be maintained among Speed, Beams, Shields, and Tubes. Here are some facts to help in making distribution decisions: Speed can be set very low, as a high speed is only an advantage when you are sure your speed will be greater than the enemy's. Tubes and Beams are your offensive weapons. Be sure the maximum number of tubes are allocated (5 for ships less than 400 value pts., 10 for ships over 400 value pts.) Tubes are more effective than Beams in ship attacks. As the ship's TECH LEVEL increases, Tubes (really the Missiles they fire) become more effective. Beams are primarily for attacking planets, but they'll work to some degree against ships. Shields are a must, unless on a suicide mission. For round one of the combat the following allocations are effective:

	SMALL FRIGATE	LARGE FRIGATE	CRUISER
SPEED	5	10	20
BEAMS	0	20	50
SHIELDS	15	50	50
TUBES	5	5	5

After round one you're on your own.

WINNING

To win, you must possess all the bases. When all berserkers are destroyed, you still must capture bases for a claim on. In a two-player game, beating the berserkers is only half the battle.

ADDITIONAL GAME SET-UPS

Parameters—
NUMBER OF PLAYERS (1-2)   1
NUMBER OF BERSERKERS (0-99)   5
BERSERKER'S POWER (20-100).   20
EARLIEST ENTRY YEAR (0-200).   10
LATEST ENTRY YEAR (30-200).   200
Level—Intermediate

Strategy—Send scout ships to all planets, base missiles are effective against the small berserkers. Build frigate for battle.

Parameters—

NUMBER OF PLAYERS (1-2):	1
NUMBER OF BERSERKERS (0-10):	7
BERSERKER'S POWER (0-100):	50
EARLIEST ENTRY YEAR (0-200):	35
LATEST ENTRY YEAR (0-200):	50

Level—Intermediate

Strategy—Build Cruisers and Battleships. If you lose the game before the berserkers' entry, say 4033 or 4034, you'll have an excellent starting point for future games.

Parameters—

NUMBER OF PLAYERS (1-2):	1
NUMBER OF BERSERKERS (0-100):	3
BERSERKER'S POWER (20-100):	50
EARLIEST ENTRY YEAR (0-200):	50
LATEST ENTRY YEAR (20-100):	100

Level—depends on players' ability

Strategy—Try to destroy the other player before the berserkers arrive. Be sure to save some power for defeating the berserkers.

PLAYING A SCENARIO

If you are acquainted with the strategic and tactical methods through the Trial Game and/or reading the FACTS SUMMARY and CODE BOOK, you're ready to try your skill. The scenarios are described in the SCENARIO READINGS and SCENARIO DATA sections.

Choose a game you like by reading about it. The single-player scenarios are rated for difficulty. Two-player games can be played by one player directing both fleets. The READINGS are incomplete stories waiting for you to play them to a finish.

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SCREEN FOR SCENARIO SELECTION

```
SELECT SCENARIO NUMBER        1
LOAD ASOKA PASS OK (Y/N):     Y
```

NUMBER	SCENARIO
0	TALEVIAN OUTPOST
1	ASOKA PASS
2	MARTABAN MIGRATION
3	REVENGE OF THE VALKYRIE
4	ASOKA ALLIANCE
5	DIJON CLUSTER
6	ROYALTY RETURNS
7	HUNTING OF HYPERION
8	EVE OF DESTRUCTION
9	EISDAR INVASION

SAVING A GAME

An initialized disk (not the game disk) may be needed for extra storage.

Each time command changes to a different planet, the star map is shown and you are given the opportunity of ending the game. Pressing the letter "E" ends the game, any other keyboard response continues play.

If "E" is chosen, you are asked to verify the command. Then you are asked if you wish to save the present game. (The ATARI version stores the game, a game name is not requested.) If you answer yes, you will be asked for additional information.

1. Enter file name of saved game

A. Respond with any name starting with a letter, no commas please.

2. Select disk drive (1 or 2):

A. Insert an initialized disk (if the game disk is full) into the drive selected. The scenario will be stored on your disk.

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Q Randomize berserker entry (Y/N)?

A If you answer yes, you are asked to reset the berserker entry time (earliest entry year and latest entry year). If you answer no, the current setting for every entry remains in effect.

Q Should standard ship designs be saved on disk for (Player's name) (Y/N)?

A If you have customized the ship design file and wish to save your designs, respond yes.

You will then be asked if you wish to play the game again. If you answer yes, reinsert the game disk in drive one.

RESTORING A GAME

After choosing the third option, RESTORE A SAVED GAME, you will be asked to supply data. Be sure you have a saved game to restore, and be sure of the spelling of the name of the game. Checking the catalog before starting is a good idea.

Q Enter correctly spelled name of saved game.

A If you given an incorrect name, you will be given the message: DISK ERROR

Possible error in scenario name

Select Option:
1 Read catalog and reenter (Catalog listed, returned to Mode Selection)
2 Reenter name (Return to Mode Selection)
3 Terminate program (Returned to Graphic-Intro)

Select the Option that best fits your needs

Q Select disk drive (1) or (2)

A Insert disk with saved scenario into either drive. Respond with the drive number you selected for the scenario disk

Q Load (file name) OK (Y/N)?

A Verify the name

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If you are using one drive, you will need to remove the game disk from the drive, insert the saved scenario disk, load the saved scenario, and then reinsert the game disk.

FACTS SUMMARY

GENERAL

1 Ten stars make up each star cluster. Each star has one and only one planet

2 Bases need at least 40 points to start building ships

3 Resource allocations increase base strength and determine speed of ship construction

4 A base can construct only one ship at a time.

5 A maximum of ten ships per fleet is allowed.

COMBAT SITUATIONS

1 Ships of one player at a planet controlled by another player

2 A berserker arrives at a player-owned planet

3 A player-owned ship reaches a berserker's world

4 Ships of two players arrive at a world simultaneously.

COMBAT NOTES

1 The player may have no more than three ships attacking per combat round.

2 Each ship has three offensive weapons, beams, missiles, speed, and one defensive weapon, shields

3 Ships short of energy will self-destruct.

4 Planets have one offensive weapon: missiles

GAME Flow

(A) START

(B) COMMAND AT PLANET

(C) COMBAT (Yes)
1 PLANET DEFENSES
2 SHIP DEFENSES/ATTACK
3 Repeat starting at (C)
4 Then (B) or GAME ENDS

(D) COMBAT (No)
1 SHIP CONSTRUCTION?
2 RESOURCE ALLOCATION
3 ORBITING SHIPS ORDERS
4 REPEAT STARTING AT (B)

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MODEL SHIPS

DESIGN	MERCHANTS		FRIGATES		CRUISER	BATTLE SHIP
	Unarmed	Armed	Small	Large		
STANDARD SHIP DESIGN NUMBER		0	1	2	3	4
VALUE	34	82	105	227	360	447
TIME TO BUILD (approx)	2	8	10	25	35	46
ENERGY	100	300	250	800	2000	3000
POWER DRIVE	0	25	30	80	125	127
BEAMS	0	0	0	50	50	60
SHIELDS	0	25	15	25	50	60
TUBES	0	0	10	5	10	15
MISSILES	0	0	50	40	60	60
CARGO	10	10	10	10	5	0

CODE BOOK

Strategy

BASE PARAMETERS

BASE POINTS—The measure of a base's ability to defend/attack, repair existing ships, and increase the battle effectiveness of ships constructed at the base. A base that has more than 40 base points is a colony and can not build or fully repair ships. Colonies are converted to bases by adding uploading cargo points Unowned bases are claimed by ships unloading cargo points. Resource allocations to Technology effect Base Point increases. Base points can only burn battle damage. Bases with a maximum allocated supply of missiles, but are restricted in the number fired per combat round (Range of Base Points values: 0-120)

*Not available on the ATARI.

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TECHNOLOGY LEVEL—The measure of ship cost-effectiveness of ships built at the base. The tech level is a factor in increasing the hit point capability of a ship's beams and missiles. Ships started at a base of tech level 1 are tech level 1 ships, even if the base later improves its tech level. Resource allocations to Technology affect the tech level increases. Decreases occur only from battle damage. (Range of Technology Levels: 0-8)

PRODUCTIVITY INDEX—The measure of how quickly a base can build ships. A base with a productivity index of three can build a ship three times as fast as a base with productivity index of one. Resource allocations to Productivity affect the Productivity Index. The Productivity Index is checked about every ten years for a possible increase or decrease. (Range of Productivity Index: 1-4)

RESOURCE ALLOCATION

The primary purpose of a starbase is the production of ships. To achieve this, resources must be allocated among three different fields of endeavor, technology, productivity, and ship construction (You may think of the resources as a combination of money, minerals, manpower, and other necessary items, for convenience all are considered under one heading.)

Allocation is done in terms of percentage. For example, if a player enters 20% for technology, and 20% for productivity, the remaining 60% of his resources on that turn are automatically devoted to ship construction If no ships happen to be under construction at that particular base at that time, the 60% will be wasted.

The technology and productivity allocations can be thought of as improving conditions in various ways at the starbase, so better ships can be built faster Technology allocation is the only way for a starbase to increase its base points

Should the technology allocation be 100%, productivity and ship construction allocations for that turn will be zero. Settings of over 100% for any allocation will not call up any additional resources

If settings for technology and productivity total more than 100%, actual productivity will be less than the figure set, to

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keep within the limits of resources actually available, and again the ship construction allocation will be zero.

TECHNOLOGY—The percentage of the base's resources devoted to increasing the lighting ability of the base (measured as base points) and of ships built at the base (measured as tech level). The higher the base points the more missiles per round a base may fire. A high tech level increases the effectiveness of the ship's beams and missiles.

PRODUCTIVITY—The percentage of the base's resources to be devoted to increasing the base's ability to build ships quickly (measured as Productivity Index). Allocation of 50% or more for 10 years usually results in a one point increase in the base's productivity index. The productivity allocation is periodically checked and the index adjusted up or down.

SHIP CONSTRUCTION—The percentage of the base's resources devoted to continuing work on ships under construction. If no ships are currently under construction no assignment is made to ship construction. If ships are under construction an assignment of 0 points will balance a scrap ship order, which must be confirmed. High allocations to ship construction result in shorter ship building time

SHIP DESIGN

VALUE—A summary rating of the ship's maximum capabilities based on design factors of energy, power drive, beams, shields, tubes, missiles, and cargo. The value is used to calculate the time needed for completing a ship. A rule of thumb for guessing completion time (assuming 100% allocation to ship construction and a productivity index of 15) is to multiply by 10 for completion time in years.

TECH LEVEL—The technology level of the base where the ship was constructed at the time construction began. The higher a ship's tech level, the more effective its missiles and beams.

ENERGY—The medium of exchange for ship action. Energy is reduced for travel and combat. Typical fighting ships have energy from 2500-3500

POWER DRIVE (P.D.)—Energy available for attack. The power

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drive is also used in retreat, planet attack, and dodge. Typical fighting ship allocation from 100-127.

BEAMS—The only weapon somewhat effective against planets; somewhat useful against ships. Typical fighting ship allocation from 30-50.

SHIELDS—A defensive weapon equal to the number of hit points a ship can endure before taking damage. Typical fighting ship allocation 30-60.

TUBES—The number of missile launchers available on the ship. For ships under 400 value ships the maximum number of tubes firing per combat round is five. Ships over 400 value points may fire ten per round. Spares are needed in case of damage during combat. Typical fighting ship allocation 10-15.

MISSILES—Missiles are used against enemy ships, useless against planets. They are far more effective than beams in ship to ship combat (High Tech Level ships have very effective missiles) Typical fighting ship allocation 15-50.

CARGO—A commodity equal to one base point on planets under 40 points in value. Cargo can not be unloaded in space over 40 points, and can not be resupplied or cleaned with over 40 points. Unloading cargo establishes ownership of unowned planets, claims destroyed enemy planets, and establishes fully functional bases (40 base point) from colonies (less than 40 base points). Typical fighting ship allocation is 10 Allocations of either 0 or 10 are most common.

ALLOCATION RANGE

	Energy				Max	Min
Energy	9999	100				
Power Draw	Max	Min		Tubes	127	0
Beams	127	0		Missiles	127	0
Shields	127	0		Cargo	127	0

SHIPS ORDERS

TRAVEL (T)—Travel to another base The Map (M) command is helpful in determining relative base positions If a ship is short on energy to travel a allowed Energy Cost – Ship Value Points.

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UNLOAD (U)—Cargo is deposited on a planet to establish a claim to an unowned planet or to build a colony to a fully operational base. An operational base can no longer accept cargo. The order is not effective until all ships in orbit around the planet have been assigned orders. Another command session will occur within one year of unloading. Energy Cost = 0

RESUPPLY (R)—Restores a ship's supplies from a planet. Items restored are energy, missiles, cargo and repair of all systems. The amount of improvement depends on the planet's base points at the time. Another command session at the planet will occur within one year. Energy Cost = 0

Minimum Base Points	System Resupply Capabilities
20	Energy & Missiles
30	Repair all systems
40	Resupply cargo

ORBIT (O)—Continue to orbit the current base A waiting command. Energy Cost = 0

SCRAP (S)—Eliminate a ship from the fleet, the only practical reason being to make room for a better ship. A player may have no more than 10 ships at a time (complete or incomplete). A small cargo-carrying ship built early to establish bases may be scrapped for a fighting ship as the berserker arrival approaches. Energy Cost = 0

BASE STATUS (B)—Information on the bases owned by the player. The base number, base points, productivity index and the date of the last update of data are listed. Energy Cost = 0

SHIP STATUS (N)—Ships are listed by number, value, status, location, and arrival time if presently under construction. If a ship is traveling, the location given is its destination star. If the ship is in orbit the arrival time will be E. If the ship is under construction, the estimated completion date is negative. Energy Cost = 0

MAP (M)—A map of the star-cluster you are struggling to control. The star you are at is blinking. Stars owned by you are preceded by a +. sign. Energy Cost = 0

HELP (H)—Displays a list of possible ship orders. Energy Cost = 0

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SHIP COMBAT

ATTACK (A)—Only three ships per side may select the ATTACK order during a particular round. The player must specify which opposing ship is to be the target. If a berserker is present it will automatically be chosen as the target. Ship energy allocations for combat are then requested (See Ship Combat—Attack Mode) Energy Cost = Power Drive

PLANET ATTACK (P)—The ship's beams are set at maximum. Any amount and aimed at the planet. Shields are set at maximum. Any remaining available energy is used for speed. The number of base points destroyed on the target planet ranges randomly from zero to one half the value of the ship's beams. A ship engaged in planet attack has an 85% probability of being hit by missiles fired from the planet, and a 90% chance of being hit by enemy ships if planet defenses or ships choose it as a target Energy Cost = Power Drive Energy Allocation = Max. Shields + Speed

RETREAT (R)—A destination is requested. The ship must endure the combat round with a 25% chance of being hit. If the ship is hit by a beam the retreat orders are cancelled Energy Cost = Power Drive + Ship Value Energy Allocation = Max. Shields + Speed

DODGE (D)—Your ship raises its shields to maximum strength and uses any remaining energy (up to the value of the ship's power drive) for speed. The probability of being hit by any attack is reduced to 25%. If the ship's energy is less than the power drive the ship will self-destruct Energy Cost = Power Drive Energy Allocation = Max. Shields + Speed

SHIP STATUS (S)—Ships are listed by number, value, points, location, and arrival time if presently en route between stars. If a ship is travelling, the location is its destination star. If the ship is orbiting, the arrival time is zero. If the ship is under construction, the arrival time is negative. Energy Cost = 0

BASE STATUS (B)—Your bases including— base number, base points, productivity mates and the date of the last update to the data file. Energy Cost = 0.

MAP (M)—A schematic of the star cluster appears with your planet as the dot. The planet you are orbiting is blinking Energy Cost = 0

HELP (H)—Displays a list of possible ship combat orders. Energy Cost = 0

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Ship Combat—Attack Mode

ENERGY AVAILABLE—The total number of points to be distributed among combat variables of speed, beams, shields and tubes. The energy available is equal to the ship's power drove. The ship's total energy is reduced by the energy used in combat.

SPEED—The determining factor for the accuracy against an enemy ship. The faster the ship has a 75% chance of a hit. The slower ship has a 50% chance. Its accuracy is determined by a comparison. A speed of 20 and a speed of 100 are equally effective against a speed of 5

BEAMS—Attack weapon against beam and energy against ships.

SHIELDS—The number of hit points a ship can endure before shields are penetrated. After shields are penetrated any remaining hit points are distributed among all non-zero ship parameters except cargo. Each parameter that receives damage is decreased by 1 for each incoming hit point except for energy which is decreased by 50 per hit point.

TUBES—The number of missiles that can be fired during a combat round. The maximum per round for ships under 400 value points is 5 Ships over 400 value points may fire 10 tubes per round. Missiles are about 5 times as powerful as beams against ships.

Planet Combat

PLANET COMBAT—The player with base points at a planet where berserkers or enemy ships arrive fires planet missiles at the intruding ship. When a berserker is present, missiles are automatically directed at the berserker, otherwise the player chooses the enemy ships for attack. The attack on the enemy ship can be aborted by responding with an "X" when the target ship is requested. The number of missiles on a base is a limitless, but the number fired per round is controlled by base points on the base

TRUCE—If the other player's ship arrives at your planet and you do not wish to attack, respond with "X" when the Target Ship is requested

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USEFUL EQUATIONS AND MATHEMATICAL RELATIONSHIPS

SHIP DESIGN

1 Ship Value Points = (Energy/25) + (Power Drive) +
   (Beams) + (Tubes) + (Missiles) + (Cargo * 2)

2 One Cargo Point = One Base Point (for bases under 40
   base points)

3 % Complete = (Time Interval * Ship Construction Allocation
   * Productivity Index * 10)/(Ship's Value)

SHIP COMBAT

1. The probability of hitting a target ship based on the
    target ship's orders.

Target Ship Order	Prob of Hit
A (ATTACK)	50% or 75%*
D (DODGE)	25%
R (RETREAT)	25%
P (PLANET)	25%

*If the target ship's speed is less than the attacking ship's
speed the hit probability is 75%.

2 Beam hit point value = (Beams Allocation) + (.2 * Beams
   Allocation * Tech Level)

3 Missiles hit point value = (Missile Allocation) * (5 + Tech
   Level)

PLANET COMBAT

Missiles per round = ((Base Points) / 10) + 1)
   (NOTE: An integral value)

25

SCENARIO DATA

Talevian Outpost

NUMBER OF PLAYERS: 1
RATING OF DIFFICULTY: Intermediate
START YEAR: 4108
BERSERKER ENTRY YEAR: 4118-4148

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips:	1	MegaBases:	0
Ships:	2	Bases:	3

PLAYER'S STRENGTH

Ship Effectiveness		Base Effectiveness	
Battleships:	1	MegaBases:	2
Cruisers:	3	(1 Inc.)	Bases:	3
Frigates:	2	Colonies:	0

SITUATION

The player attempts to build-up his outdated fleet before the onslaught of the berserkers. The Talevian Outpost is a high level base capable of building excellent ships, but it is separated from the player's other four bases by over 10 light years. With a cruiser en route to the Outpost and three remaining completed ships at a home base the player's fleet is split.

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TALEVIAN OUTPOST MAP

```
                              +0         +1
                         +9
                                    +8
Player:      +
Berserker:   +       o6
Unoccupied:  o   +7
               '4        '2              o3
                      '5
```
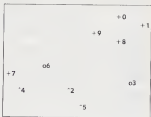
BERSERKER FACT SHEET

STAR BASES	BERSERKER			STAR SHIPS	BERSERKER		
No.	2	4	5	No	0	1	2
Pts.	50	43	60	Power	50	35	45
				Destin		—RANDOM—	

PLAYER 1 FACT SHEET

STAR BASES

No	0	1	7	8	9
Pts.	53	82	103	65	45
Prod. Ind	2	2	1	1	3
Check-In	4112	4115	4110	4115	4116

STAR SHIPS

No.	0	1	4	5	6	8
Tech	4	6	2	3	0	8
Value	402	295	227	265	472	332
Orbiting		B	B	B		
Destin	7					1
Arrive	4118					
Bid At		7				1
% Comp		25				37

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Asoka Pass

NUMBER OF PLAYERS: 1
RATING OF DIFFICULTY: Beginner
START YEAR: 4067
BERSERKER ENTRY YEAR: 4068

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips:	4	MegaBases:	1
Ships:	8	Bases:	4

PLAYER'S STRENGTH

Ship Effectiveness		Base Effectiveness	
Battleships:	2	MegaBases:	1
Cruisers:	2 (1 inc.)	Bases:	4
Frigates:	4	Colonies:	4

COMMENT

One effective strategy is to consolidate forces at a strong ship-building planet and strengthen the fleet while awaiting the berserkers' attack. Don't under estimate the power of ship #6 as a berserker fighter.

SITUATION

The berserkers will attack at the passage into your territory

29

Player: +
Berserker: *
Unoccupied: o

BERSERKER FACT SHEET

STAR BASES	BERSERKER					STAR SHIPS	BERSERKER		
No	0	1	2	7	9	No	0	1	2
Pts	40	60	60	70	80	Power	35	45	30
						Destin	2	5	9
						Arrive	4068	4070	4073

Player 1 FACT SHEET

STAR BASES					
No	3	4	5	6	8
Pts	40	45	53	70	83
Prod Ind	3	2	1	2	1
Check-In	4074	4069	4072	4071	4071

STAR SHIPS								
No	0	1	2	4	6	7	8	9
Tech	3	2	0	4	4	4	1	1
Value	462	402	300	275	78	107	270	270
Orbiting	4	3	3	—	—	6	5	5
Destin	—	—	—	—	—	—	—	—
Arrive	—	—	—	—	—	—	—	—
Bid At	—	—	—	8	—	—	—	—
% Comp.	—	—	—	68	—	—	—	—

MARTABAN MIGRATION

NUMBER OF PLAYERS: 1
RATING OF DIFFICULTY: Difficult
START YEAR: 415S
BERSERKER ENTRY YEAR: 415S-417S

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaBases:	2	MegaBases:	2
Ships:	1	Bases:	7

PLAYER'S STRENGTH

Ship Effectiveness		Base Effectiveness	
Battleships:	0	MegaBases:	0
Cruisers:	2	Bases:	0
Frigates:	6 (1 delayed)	Colonies:	1

SITUATION

The player has eight ships and one planet. He can not build more ships until a 9th ship arrives at his planet. The ship won't arrive for 78 years. The player must stay alive for 78 years with as little damage as possible to his ships and he must maintain possession of his planet. When the ninth ship arrives a more aggressive approach may be taken.

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Player +
Berserker *
Unoccupied 0

BERSERKER FACT SHEET

STAR BASES	BERSERKER								
No	1	2	3	4	5	6	7	8	9
Pos	40	60	80	40	70	50	80	50	60

STAR SHIPS	BERSERKER		
No	0	1	2
Power	40	50	60
Destin	5	5	5
Arrive	4155	4165	4175

PLAYER 1 FACT SHEET

STAR BASES	
No	0
Pos	20
Prod Ind	0
Check-In	4000

STAR SHIPS										
No	0	1	2	3	4	5	6	7	8	9
Tech	3	3	2	2	1	1	2	0	0	
Value	150	160	227	227	285	335	402	512	135	
Orbiting	0	0	0	0	0	0	0	0	0	0
Destin	0	0	0	0	0	0	0	0	0	0
Arrive	4155	515B	415B	4162	4162	4165	4167	4171	4234	
Bid Ar	—	—	—	—	—	—	—	—	—	
% Comp	—	—	—	—	—	—	—	—	—	

REVENGE OF THE VALKYRIE

NUMBER OF PLAYERS   1
RATING OF DIFFICULTY   Very Difficult
START YEAR   4229
BERSERKER ENTRY YEAR   4240

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips-	3	MegaBases-	0
Ships	0	Bases	0

PLAYER'S STRENGTH

Ship Effectiveness		Base Effectiveness	
Battleships-	0	MegaBases-	0
Crusers-	0	Bases	3
Frigates-	4	Colomes	2

SITUATION

The player has been building a fleet by restoring deserted ships from previous berserker encounters. Ships on this rescue mission are called Valkyries. The four Frigates represent the Valkyrie. Two ships have been restored (the Cruiser and Battleship) The four Valkyries are orbiting a strong planet and the restored ships are each heading for an outlying planet when the berserkers arrive. Defending the planet system will be a difficult challenge.

35

VALKYRIE MAP

Player: +
Berserkers: •
Unoccupied: o

+4

+7

+8

+5

o3

+0   o6   o2

+1   o9

STAR BASES	BERSERKER		STAR SHIPS	BERSERKER		
No	****NONE****		No	0	1	2
Pts			Power	75	75	
			Destin	4	4	2
			Arrive	4230	4235	4240

PLAYER 1 FACT SHEET

STAR BASES

No	0	1	4	5	7	8
Pts	40	10	120	40	10	50
Prod Ind	1	0	1	2	0	1
Check-In	4230	4230	4229	0	4230	4230

STAR SHIPS

No	0	1	2	3	4	5
Tech	8	8	8	4	8	0
Value	250	250	250	250	402	482
Orbiting	0	0	0	0	—	—
Destin	—	—	—	—	1	7
Arrive	—	—	—	—	4233	4234
Bid At	—	—	—	—	—	—
% Comp	—	—	—	—	—	—

Asoka Alliance

NUMBER OF PLAYERS	2	
START YEAR	5121	
BERSERKER ENTRY YEAR	5121 5126	

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips	3	MegaBases.	5
Ships	0	Bases.	5

PLAYERS' STRENGTH

Ship Effectiveness			Base Effectiveness		
	1-	2		-1-	-2-
Battleships	0	3	MegaBases.	0	0
Cruisers	0	3	Bases-	0	0
Frigates.	0	0	Colonies.	0	0

SITUATION

The home system of the players are on either side of the berserker system. The players form an alliance to eliminate the berserker threat. Player 1 is weaker in technology. Player 1 will be able to build ships in 24 years. Player 2 is strong in technology but will not be able to build ships for 48 years. Player 1 has to take the right free berserker planets (as shown on the map). Player 2 is to take the left five planets. Player 2 is responsible for eliminating the most powerful berserker. The players will need to cooperate until the berserkers are destroyed. Then it's open warfare. If one side is destroyed, the game may be saved and played later as a one-player scenario.

ASOKA ALLIANCE MAP

Player 1   y
Player 2   x
Berserker: ˙
Unoccupied: o

`1          `5
                     `4
`9                `3   `6
`7        `0
       `0
                 `8
  `2

BERSERKER FACT SHEET

STAR BASES BERSERKER

STAR BASE	0	1	2	3	4	5	6	7	8	9
No	0	1	2	3	4	5	6	7	8	9
Pts	80	60	70	70	80	80	80	70	70	80

STAR SHIPS BERSERKER

	0	1	2
No	0	1	2
Power	55	55	60
Destin	****RANDOM****		

PLAYER 1 FACT SHEET

STAR BASES

No	****NONE****

STAR SHIPS

STAR	0	1	2	3	4	5	6	7	8	9
No	0	1	2	3	4	5	6	7	8	9
Tech	6	6	4	4	4	1	3	3		
Value	250	257	227	227	402	335	140			
Orbiting										
No	6	6	6	6	4	4				
Destin	5121	5121	5121	5121	5122	5122				
Arrive	---	---	---	---	---	---	---			
Bld At	---	---	---	---	---	---	---			
% Comp	---	---	---	---	---	---	---			

PLAYER 2 FACT SHEET

STAR BASES

No	****NONE****

STAR SHIPS

STAR	0	1	2	3	4	5	6	7	8	9
No.	0	1	2	3	4	5	6	7	8	9
Tech	3	0	1	1	4	2	2	2	1	
Value	482	482	405	172	300	300	250	250		
Orbiting										
No	1	1	9	9	1	1				
Destin	5122	5122	5123	5124	5124	5124	5122			
Arrive	5122	5122	5123	5123	5124	5124	5124	5122		
Bld At	---	---	---	---	---	---	---			
% Comp	---	---	---	---	---	---	---			

40

DIJON CLUSTER

NUMBER OF PLAYERS   2
START YEAR.   5112
BERSERKER ENTRY YEAR- 5119-5121

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaBases:	3	MegaBases:	1
Ships:	3	Bases-	1

PLAYERS' STRENGTH

Ship Effectiveness			Base Effectiveness		
	-1-	-2-		-1-	-2-
Battleships:	3	2	MegaBases	0	0
Cruisers-	2	3	Bases-	5	5
Frigates	2	3	Colonies:	0	0

SITUATION

Player 2 should be the more experienced player. Player 1 has ships arriving at a star held by Player 2. Player 1 has the option of engaging Player 2 or allying with Player 2. Defeating the berserkers may take some cooperation

DIJON CLUSTER MAP

Player 1: +
Player 2: ×
Berserker:
Unoccupied: o

```
              + 3        × 1
                               × 2
          × 9
+ 8           '7
                       'S
+ 4    + 0
                  + 6
```

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BERSERKER FACT SHEET

STAR BASES	BERSERKER		STAR SHIPS		BERSERKER	
No	5	7	No	0	1	2
Pts	40	40	Power	40		
			Destin	40		
			Arrive			
				5119	5120	5121

PLAYER 1 FACT SHEET

STAR BASES						
No	0	3	4	4	6	8
Pts	50	50	60	40	40	
Prod Ind	2	2	2	2	2	
Check In	5112	5112	5112	5112	5112	

STAR SHIPS									
No	0	1	2	3	4	5	6	7	8
Tech	422	402	472	390	370	350	285	235	227
Value									
Orbiting	6	6		4	4		4	4	4
Destin	—	—		9	9	3	3		
Arrive	—	—		5113	5113	5114	5114	—	—
Bid At	—	—	—	—	—	—	—		
% Comp	—	—	—	—	—	—	—		

PLAYER 2 FACT SHEET

STAR BASES			
No	1	2	9
Pts	40	40	40
Prod Ind	2	2	2
Check-In	5113	5113	5113

STAR SHIPS						
No	0	1	2	3	4	5
Tech	422	402	312	240	134	134
Value						
Orbiting	2	2	2	1	1	1
Destin	2					
Arrive	2					
Bid At	2					
% Comp	—					

THE ROYALTY RETURNS

NUMBER OF PLAYERS   2
STAR YEAR   6123
BERSERKER ENTRY YEAR   612B 6143

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips:	3	MegaBases:	1
Ships:	0	Bases:	4

PLAYERS' STRENGTH

Ship Effectiveness			Base Effectiveness		
	-1-	-2-		-1-	-2-
Battleships:	2	4	MegaBases:	0	0
Cruisers:	3	2	Bases:	3	2
Frigates:	3	2	Colonies:	0	0

SITUATION

Player 2 has recently arrived in the star system. An alliance with Player 1 is in existence. Both sides will try to annihilate the berserker. The victor will have reclaimed the most planets. Whether or not the alliance exists after the berserker threat is not certain.

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THE ROYALTY RETURNS MAP

Player 1   +
Player 2   ×
Berserker   '
Unoccupied   □

BERSERKER FACT SHEET

STAR BASES					
No	0	2	4	7	8
Pts	50	60	60	70	50

STAR SHIPS	BERSERKER		
No	0	1	2
Power	50	50	60
Destin	8	5	7
Arrive	4014	4018	4015

PLAYER 1 FACT SHEET

STAR BASES			
No	3	6	9
Pts	40	50	40
Prod Ind	2		
Check-In	6123	6123	6123

STAR SHIPS								
No	0	1	2	3	4	5	6	7
Tech	3	3	3	3	4	4	4	4
Value	227	245	268	315	340	410	435	470
Orbiting	9	9	9	9	6	6	6	
Destin								
Arrive								
Bld At								
% Comp								

PLAYER 2 FACT SHEET

STAR BASES		
No.	1	5
Pts	40	40
Prod Ind	2	2
Check-In	6124	6125

STAR SHIPS								
No	0	1	2	3	4	5	6	7
Tech	2	2	2	2	2	2	2	2
Value	180	180	402	402	422	422	422	502
Orbiting	1	1	1	5	1	1	1	5
Destin								
Arrive								
Bld At								
% Comp								

45

HUNTING OF HYPERION

NUMBER OF PLAYERS: 2
START YEAR: 6132
BERSERKER ENTRY YEAR: 6132

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaBases	1	MegaBases	0
Ships	0	Bases	0

PLAYERS' STRENGTH

Ship Effectiveness			Base Effectiveness		
	-1	-2		-1	-2
Battleships	5	0	MegaBases	5	0
Cruisers	3	0	Bases	0	0
Frigates	0	0	Colonies	0	0

SITUATION

Player 1 and Player 2 are different fleets from the same Federation. The fleets possess different technologies. The fleet destroying the berserker will be considered the superior in technology and be used as a model for future fleets. A player has no motivation for destroying the other fleet. The berserker to be slain is a biggy!! The berserker is the Pride of the Berserker Fleet.

HUNTING OF HYPERION MAP

Player 1	+	
Player 2	x	
Berserker	*	
Unoccupied	o	

46
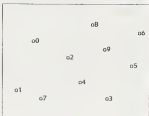
BERSERKER FACT SHEET

STAR BASES	BERSERKER	STAR SHIPS	BERSERKER
No	(none)	No	0
Pts		Power	100
		Destn	1
		Arrive	6132

PLAYER 1 FACT SHEET

STAR BASES
No

STAR SHIPS

No	0	1	2	3	4	5	6	7	8	9
Tech	4	4	2	3	3	3	3	4	4	3
Value	402	402	500	497	447	482	472	402	380	380
Orbiting										
Destn				8	8	0	0	8	8	
Arrive	6132	6132	6132	6133	6133	6182	6182	6183	6183	
Bid At										
% Comp										

STAR BASES
No

STAR SHIPS

No	0	1	2	3	4	5	6	7	8	9
Tech	3	3	4	4	8	8	3	3	3	3
Value	405	405	409	385	290	290	335	335	340	340
Orbiting										
Destn	5	5	5	5	3	3	5	5	3	3
Arrive	6132	6132	6132	6133	6133	6183	6183	6184	6184	
Bid At										
% Comp										

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EVE OF DESTRUCTION

NUMBER OF PLAYERS: 2
START YEAR: 6590
BERSERKER ENTRY YEAR: 6590-6690

BERSERKER STRENGTH

Ship Effectiveness			Base Effectiveness		
	-1	-2		-1	-2
MegaShips:	4		MegaBases:	0	
Ships:	8		Bases:	0	

PLAYERS' STRENGTH

Ship Effectiveness			Base Effectiveness		
	-1	-2		-1	-2
Battleships:	8	4	MegaBases:	5	5
Cruisers:	0	4	Bases:	0	0
Frigates:	0	0	Colonies:	0	0

SITUATION

Concentrate on combat. Most berserkers arrive in the first fifty years. Design and location for building new ships should be chosen carefully. Ships should be carefully deployed in anticipation of berserker raids. Player 2 has broken away from the empire represented by Player 1. Player 2 has some very unusual cargo ships. An arms race was taking place when both sides realized the real threat—berserkers.

4B

EVE OF DESTRUCTION MAP

Player 1: +
Player 2: ×
Berserker: ·
Unoccupied: □

BERSERKER FACT SHEET

STAR BASES	BERSERKER
No	(none)

STAR SHIPS	BERSERKER									
No.	0	1	2	3	4	5	6	7	8	9
Power	30	30	40	40	40	40	50	50	50	50
Destin	RANDOM

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PLAYER 1 FACT SHEET

STAR BASES

No.	0	1	4	7	9
Pts.	80	110	110	80	80
Prod Ind.	1	1	1	1	1
Check-In	6590	6590	6590	6590	6590

STAR SHIPS

No.	0	1	2	3	4	5	6	7	7
Tech	5	4	3	4	3	6	7	7	
Value	592	525	525	525	475	475	380	340	340
Orbiting	9	9	9	9	7	0	0		
Destin	—	—	—	—	—	—	—		
Arrive	—	—	—	—	—	—	—		
Bkd At	—	—	—	—	—	—	—		
% Comp	—	—	—	—	—	—	—		

PLAYER 2 FACT SHEET

STAR BASES

No.	2	3	5	6	8
Pts.	80	100	120	80	90
Prod Ind.	1	1	1	1	1
Check-In	6591	6591	6591	6591	6591

STAR SHIPS

No.	0	1	2	3	4	5	6	7
Tech	10	10	4	4	4	8	6	
Value	270	270	415	415	415	250	250	402
Orbiting	8	5	8	5	3	3	3	
Destin	—	—	—	—	—	—	—	
Arrive	—	—	—	—	—	—	—	
Bkd At	—	—	—	—	—	—	—	
% Comp	—	—	—	—	—	—	—	

EISOAR INVASION

NUMBER OF PLAYERS	2
START YEAR-	7318
BERSERKER ENTRY YEAR	7398

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips	0	MegaBases	0
Ships	5	Bases	0

PLAYERS' STRENGTH

Ship Effectiveness			Base Effectiveness		
	-1-	-2-		1	2
Battleships	0	8	MegaBases	3	0
Cruisers	0	0	Bases-	6	0
Frigates	0	0	Colonies-	0	0

SITUATION

A battle of shear size vs high technology Player 1 is a colony of technically talented refugees fleeing the oppressive government of Player 2. Player 2 has only recently learned of Player 1's existence and plans to recapture the rebels Player 2 is not so talented in technology but can build powerful battleships At the same time Player 1 realizes Player 2 is planning an attack, news of the existence of Godlife in the galaxy arrives—a berserker attack is coming Can the high technology of Player 1 defeat the shear size of Player 2? Can either side remain strong enough to fend off the berserkers?

51

EISOAR INVASION MAP

```
  +0                         +2

          +9

Player 1   •       +7
Player 2   ×                        o3
Berserker  •
Unoccupied o       +1        +5

  +4                  +6       +8
```

BERSERKER FACT SHEET

STAR BASES	BERSERKER
No	(none)
Pts	

STAR SHIPS	BERSERKER				
No.	0	1	2	3	4
Power	25	25	25	25	25
Energy	25	25	25	25	25
Beams	25	25	25	25	25
Shields	25	25	25	25	25
Destin			RANDOM		

PLAYER 1 FACT SHEET

STAR BASES

No	0	1	2	3	4	5	6	7	8	9
Pts	50	80	80	100	100	80	80	60	50	50
Prod Ind	1	1	1	1	1	1	1	1	1	1
Check-In	7318	7318	7318	7318	7318	7318	7318	7318	7318	7318

STAR SHIPS

No	0	1	2	3	4	5	6	7
Tech	6	6	6	6	6	6	6	6
Value	380	380	340	320	320	320	290	290
Orbiting	5	5	5	7	7	7	1	5
Destin	—	—	—	—	—	—	—	—
Arrive	—	—	—	—	—	—	—	—
Bld At	—	—	—	—	—	—	—	—
% Comp	—	—	—	—	—	—	—	—

PLAYER 2 FACT SHEET

STAR BASES

No	(none)
Pts.	
Prod Ind	
Check-In	

STAR SHIPS

No	0	1	2	3	4	5	6	7
Tech	2	2	2	2	2	2	2	2
Value	500	500	500	500	550	500	550	550
Orbiting	2	2	2	3	3	1	2	3
Destin	—	—	—	—	—	—	—	—
Arrive	7319	7319	7319	7319	7319	7319	7319	7319
Bld At	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—

SCENARIOS FOR
BERSERKER RAIDS

BY FRED SABERHAGEN AND LLOYD JOHNSON

THE HUNTING OF HYPERION

The salon was luxurious, yielding to the casual glance no evidence that as the hour of probable battle neared it could be converted efficiently to an extension of the battleship's archby, ready to receive casualties. The musicians were live, and skilled, the lighting and the appointments excellent, the food and drink superb. All as befitted the rank and station of the host and his distinguished guest. Prince Kansu, entering, saw what his staff had accomplished for him and was pleased.

"A final hour of luxury," commented his guest and royal cousin, Prince Iligan, a young-looking man of elegant height and bearing. Iligan was already in his Fleet Admiral's uniform complete with earned decorations on the jacket, an appearance that drastically belied his somewhat foppish manner.

"Before the years of work, and danger," Kansu agreed, motioning the other formally to one of the two equal places that had been prepared for them. They were dining alone on this occasion, though in the background certain retainers of each were visible, forming a two-fold guard of honor. Open treachery was not really to be feared any longer—at least, Kansu was sure that it was not. The enmity between their two branches of the great Imperial family had not flared into open violence for decades now.

"Danger," Iligan repeated thoughtfully, tasting the word as if he found it unfamiliar. Then he made a slight gesture of dismissal, and brightened, raising his goblet in the dinner's first toast. "To tomorrow, and the hunt!"

"The hunt?" It was Kansu's turn to repeat a word as if he did not understand it. He drank the toast, however

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The other appeared mildly surprised. "The hunting of Hyperion, cousin. Surely you haven't forgotten the name?"

Kansu sipped at his wine again, watching the first course of dinner being served. "No, I have not forgotten," he agreed. They had been small boys together, at the term of their grandfather the Emperor—these had been days that no one would be likely to forget. "Nor has it slipped my mind that there is a real, non-legendary berserker somewhere ahead of us, within the size-cluster that your people and mine are going to share. But I had not really thought of hunting for it."

"Ah, but Cousin Kansu, the destruction of Hyperion is sure to make a glory tale, one that the lesworlds will use for centuries to come," Iligan mused. And at that point came gentle interruption, dancers appearing with musical accompaniment. The two men watched the dance, and attacked the sumptuous meal before them, and conversation lapped.

When it started again between the two states, a little later, Iligan sighed. "I only regret that Hyperion may no longer be within the cluster. After all these years."

"It's highly unlikely that it has left," said Kansu grimly. He gestured with both hands, as if he were clutching a large invisible ball. "A volume of relatively clear space fifteen light years across or thereabouts. Inside, ten usable worlds orbiting as many stars. Doubtless Hyperion sterilized those ten planets long ago—that in itself, of course, represents no real problem for us. My fleet, and I suppose yours as well, carries ark-cargo and people enough to seed them all again."

"But, according to the early reports, there's still plenty of other life in there to keep any berserker busy. Drifts and clouds of life, between the stars." There was no need for him to explain in detail. There would be clouds and banks of organic molecules, and living organisms only slightly more complex than simple molecules, infesting and inhabiting in uncountable billions the thin gas between the cluster's stars. It was a common enough situation in some portions of the Galaxy. "Life is life, to a berserker. And according to the old reports

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there should be enough in there to keep even Hyperion busy killing for a century or two. Of course when we show up in the cluster it'll alter its priorities."

Ilgan nodded thoughtfully. Berserkers were dedicated killing machines, artifacts of a long and bitter war waged between races now extinct, waged long before humanity on Earth had dreamed of its present expansion among the stars. The larger berserkers, like the half-legendary Hyperion, were this age of manor planets. And all of them were programmed to destroy all life wherever they could find it. More than once in recent centuries they had threatened to exterminate humanity.

"I hope that you are right," Ilgan responded. He sounded and looked encouraged by the argument for Hyperion's continued presence. "As I say, my officers and I look forward to the hunt."

Kansu said inaudibly. That there would be hunter and hunted within the cluster when the fleets entered it he did not doubt, but he was uncertain which of the two roles humanity was going to play. He spoke impulsively. "Cousin, I hope that there are no longer any bad feelings between your people and mine. It was never our Intention that you and your followers should be exiled too."

For just a moment the expression on Ilgan's face was blank and guarded, then the tall prince gave his famous smile. "Politics!" he said, dismissively, contemptuously. "I care nothing for all that. I new our exile as a great opportunity, a worthy adventure. And I trust that your people do not blame mine in any way?"

"I myself not at all," Kansu quickly assured him. "There are some—a few—who were a scapegoat for our troubles. But a very few only. It is not a problem that we need to be concerned about."

"Good, good. Not that I thought our coming rivalry was going to be anything but friendly. Still I am happy to have your reassurance."

Kansu planned his next words carefully before he uttered them. "I should prefer not to think of it as a rivalry, but more in terms of co-operation"

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"Ah, come, come, cousin! The terms of the treaty of exile are very clear. We are each to have as many of the ten worlds as we can occupy. And I am certain that my captains intend for our fleet to occupy as many as we can; they are, after all, ambitious for their own futures, and want something to leave their children."

"Yes, I have no doubt that they are ambitious," Kansu Sighed again, this time ruefully. "The occupation and settlement of worlds is of course important. But there is the berserker too. Settling this cluster would be a long and difficult job at best, even if we all co-operated." A long job, certainly. Faster-than-light travel was not going to be possible within the cluster. That spherical volume that Kansu had suggested with his hands was all but surrounded by a vast curve of dark nebula, dirty space in which ship movement had to be relatively slow. Within the sphere, the broom of stellar radiation kept space relatively clean—but not clean enough for c-plus travel. Among those ten habitable worlds, travel time was going to have to be reckoned in years, and could be no faster than the speed of light itself. Only the advanced techniques of suspended animation made it possible to contemplate the coming settlement as something likely to be accomplished in one man's lifetime. Kansu added: "Even with a lot of long-sleeping on journeys, the active time is going to stretch into years, I'm sure."

"Well, it may be so. But years filled with excitement will pass quickly."

"Yes, they should be filled with excitement, I can agree with you on that." Kansu spoke with dry humor. "By the way, why did our brothers name this particular berserker Hyperion? If I ever knew, I have forgotten."

Another cousin was being served now. "Excellent food, cousin," Iligan commented, chewing. "The name comes from one of a race of giants, in ancient mythology. With a name like that, it should be able to put up a good show." He spoke with the careless confidence of a man who foresaw no need to worry, as if the fleet he'd brought with him into exile were so strong that no single berserker could possibly matter to it.

And certainly, both his fleet and Kansu's had been made reassuringly strong.

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But still : against Hyperon? The old legends, the stones absorbed in childhood, would not die.

Now Ragen was looking at him strangely, as if slowly becoming convinced of something that was really difficult to believe. "Kansu . . . you're not really AFRAID of that piece of hardware out there, are you?"

A simple admission, thought Kansu, would probably be a mistake. "I just wonder if it will move us as you say that you view it—some exciting big game, to be hunted—but no, berserkers are never raced, are they?"

Ragen seemed to make an effort to repress Incredulous laughter "But you ARE afraid of it. I see that now Setting here with ten ships as strong as yours are—a fleet nearly as powerful as mine—and you're afraid?"

Kansu said stiffly: "My fleet is actually more powerful than yours. But that's not really the point."

Ragen popped a candied fruit into his mouth. "Oh, hardly MORE powerful, old friend. My fleet's level are definitely the higher—the average is above five, in my fleet. But I don't have a single battleship Certainly nothing like this"—he waved a hand to indicate their surroundings—"a flag vessel with shields of eighty strength, and twenty missile tubes aboard Not so monstrous your four other ships almost as strong. Five battleships, a whole line-of-battle of hulking . . . no, I really can't believe that you're as afraid as you appear to be Not of one berserker."

Kansu could feel his ears burning, as if he were still a child. "I think it a intelligent to approach the situation with prudence."

Doubtless the intensity of his feelings showed to some degree, for the other appeared contrite. Politely so, at least. "Your pardon if I have offended. How do you view the situation, then?"

This seemed to Kansu to be the moment he had been waiting for He gestured to one of he officers who had been hovering unobtrusively in the background In a moment a computer-generated holographic display had come into being above the dining table A quick adjustment dimmed out most of the features of the tiny star cluster as it appeared in the three-dimensional chart Still visible as glowing points were the

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locations of the ten worlds known to be basically habitable, these were numbered according to the conventions of galactography, beginning with Zero for the first of them to be explored and described.

"Ah," said Iligan. Abandoning his pose of being ready to listen, he quickly seized the conversational initiative once more. "According to the treaty, your fleet is to enter the cluster from Galactic words, while mine enters simultaneously from the south. I will set you now that we intend to make our initial planetfall at worlds Three and Five, here and here. From those points we shall advance rapidly into the center. And you mean to arrive at—?"

Kansu considered. There has been some debate among the members of his staff. "I suppose at Zero and Eight."

"And from there?" Here he overstated the matter.

Prince Iligan again gave his superior smile. "Perhaps you'll choose to huddle your battleships together somewhere, for mutual protection. Well, I intend to take my high-tech cruisers out and hunt Hyperion. I caution you that I mean to create a large empire for myself."

Kansu could only wonder if the other was trying to egg him on, into pledging and then carrying out the same foolhardy course of action. Or was it foolhardy? Kensu trusted advisers had counseled caution. But . . . but wasn't it at least possible that any single berserker, even this legendary one, would be comparatively easy game for a fleet containing five battleships?

Was Iligan only pretending to dare him on, with the real intention of making Kansu cling all the more stubbornly to caution? While Iligan's fleet did just what he bragged of doing, and snapped up six worlds or eight out of the ten available?

A minute ago, Kansu had been on the verge of arguing openly, perhaps even pleading, for a firm alliance, for the joining of their twenty ships into one fleet until Hyperion should have been destroyed. But now he hesitated. Iligan, it was plain, would demand many worlds as the price of going along with such a scheme; it he could be made to agree to it at all. To give the other many worlds, many potential bases, might well mean that Kansu's people would eventually be

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attacked by their human rivals, perhaps crowded out of the cluster and into oblivion.

There were too many unanswered questions. Just how strong was Hyperion? And did Ilgan have some secret knowledge of the unliving enemy, that Kenau and his staff did not?

Kenau's eye, roving across the large room in search of enlightenment, fell on the craggy face of his second-in-command, a veteran officer who years ago in the Emperor's palace had been one of those to tell the stories of Hyperion, the stories that were now being condescendingly dismissed as legend

Stones of the dark ships, big as a small world, that grew without warning from the depths of space, of the cruisers brushed aside, like so much flotsam, of the fury of missiles—

INCOMING . . . INCOMING . . . INCOMING . . . heard on the bridge of a great battleship, of that battleship's shields and hull crushed in, as if by mighty hands . . . of the bemester's own shields, that seemed to absorb volleys of defensive missiles like so many handfuls of thrown gravel . . . of unprotected worlds depopulated

"So, I intend to enjoy building up my empire," Ilgan was saying cheerfully "And to enjoy the encounter with Hyperion as well It will take away a little spice from my success if you are not to be my rival in either enterprise But—so be it." He shrugged "My people will not hesitate to enjoy what would have been your people's share of empire and excitement. If you fear to march for their share."

"My people," said Kenau evenly, "intend to survive. Whatever threats and dangers we may discover."

Ilgan nodded, as if that were an answer he had been expecting "So," he said shortly, "to victory " And again he raised his goblet, in a toast that Kenau joined Over the goblets' rims their eyes encountered one another

Then Prince Ilgan, wiping his lips, rose from the table "I thank you for your hospitality, and look forward to being able some day to return is. But now I must rejoin my fleet. The time draws near for our simultaneous launching into flightspace"

"Indeed it does," said Kanau He knew regret that they had not reached some agreement But so he got to his feet

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also. "And I must get to my accelerator couch on the bridge —"

Moments later, when the door had closed behind his cousin and his retinue, Kansu remained for a moment motionless, looking at the smooth hard surface that concealed armor. He had an impulse to call Iigan back, even now, to try to form some kind of an alliance with him ... but he was prevented by the fact that he could no longer imagine his cousin to be trustworthy.

On his way to take his place on the bridge for launching, his conflicting feelings and doubts persisted. Kansu thought: There is still a minute or two in which I will be able to speak to him on radio, before we both launch into flightspace. But still I do not know.

And, later still, with his acceleration couch fastening itself protectively about him, and the complex displays of the bridge coming to life before his eyes, he still did not know what course to take with regard to his cousin. He watched the final seconds drift away in which another contact with Iigan would be possible. The luxury of time in which to make a choice was coming to an end.

... but this is not the end. The outcome, the ending of this story is now in your hands as reader/player. It now hinges on the outcome of a game.

... and it is not by any means the only possible beginning. Here are some others.

TALEVIAN OUTPOST

The Outpost (at Star Seven in this version of the map) is a high-level base, capable of building excellent ships. But it is separated by more than ten fight years from the other worlds that are held by humans. The human leader faces the task of building up an outdated fleet before the expected onslaught of the berserkers. With one cruiser en route to the Outpost, and the other three embroiled in a desperate struggle at another base, the extant human fleet is splits

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ASOKA PASS

The veteran admiral, given command by acclamation for the duration of the emergency, proposes to consolidate the forces of the Five Worlds at the strongest shipbuilding base, and there await the attack of the berserkers. Other worlds may have to be abandoned, despite their protests

MARTABAN MIGRATION

Driven by berserker attacks from their settled planets in a nearby region of the Galaxy, the survivors of the Martaban people traveled in nine large ships toward the cluster that was to bear their name.

The cargo pods of the eight ships comprising the first wave carried everything necessary for the establishment of new settlements and shipyards—everything but certain key control units. Without these, creation of new shipbuilding facilities would be virtually impossible. A ninth ship, carrying the necessary units, was launched on schedule, only to encounter heroic difficulties with nebular storms. Its arrival in the Martaban Cluster was unfortunately delayed for 78 years.

Three berserkers were already in the cluster when the first wave of eight ships arrived—or so tachyonic detection instruments on the ships indicated. To locate the berserkers within the cluster by this means was impossible.

Although the human migrants would be unable to build any new ships until their ninth ship arrived with its critical cargo, their leaders decided to remain in the cluster and fight for it. To leave would mean abandoning the ninth ship to destruction by berserkers when it did arrive; and with that ship would be lost all hope the Martabanians had of ever re-establishing themselves successfully on habitable worlds.

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REVENGE OF THE VALKYRIE

Humans are trying to re-create a strong defensive fleet by restoring ships left damaged or incomplete following previous berserker attacks. The four frigates used in this rescue mission are in orbit around a planet where a strong base has been established; the two ships so far successfully restored, a battleship and a frigate, are each heading for an outlying planet. This is the situation when the berserkers arrive, and defending the cluster will be a difficult challenge.

ASOKA ALLIANCE

The cluster is solid with two berserker bases. Two human powers from outside have formed an alliance to clean it out. According to the treaty of alliance, Player One, approaching from the right (or Galactic east) is to occupy the five worlds on that side of the cluster. At the same time Player Two is to approach and occupy the five worlds on the left (Galactic west). Only Player Two a strong enough in technology to have a good chance of eliminating the most powerful berserker.

If the players do not co-operate until the berserkers are destroyed they may well both be wiped out.

DIJON CLUSTER

Ships of Player One are arriving at a world (at Star Nine) held by Player Two. A quick decision must be reached on whether to fight, or to ally against berserkers.

THE ROYALTY RETURNS

A long-needed pretender to the Galactic Throne (Player Two) has recently arrived in the cluster with a sizable fleet. This reinforcement may enable the humans already present to sur-

vive against berserker attacks, but it may spell their doom once the berserkers have been defeated.

EVE OF DESTRUCTION

Player Two heads a faction that has broken away from the Empire ruled by Player One. Just as the arms race was accelerating, both human factions realise that they face an even greater threat in the berserkers.

Both human factions are well armed, but the berserker fleet is large and powerful. Heavy fighting is inevitable.

INVASION OF EISOAR

Player One represents the leadership of a colony of techno-logically battered refugees. Fleeing what they consider the oppressive government represented by Player Two. Two's fleet of eight battleships is impressive in its sheer size, though not as advanced technically as the fleet of One.

A berserker attack is coming—can either human colony remain strong enough to fend it off?

BERSERKER RAIDS

You and a fellow prince of the Empire of Man, together with your fleets, are trapped in the Tyranus Nebula, where ships must crawl at a mere fraction of the speed of light. Is there room in the Tyranus for both of you? Soon the Berserkers are coming and it will take your combined strength to defeat the demon machines. Only *after* they fall can you turn on him—before he turns on you!

In BERSERKER RAIDS you will design your own colony transports, ships of the line, cruisers, and other space vessels. You will allocate resources among productivity, ship building, and Research and Development. You will dispose of fleets and squadrons to counter both the Berserkers and your human opponent, and to colonize and conquer planets. You will reach diplomatic entente with your human opponent. (You *must*, or you both will be destroyed!) You will engage in battle.

Berserker Raids is an entire literary universe brought to interactive life. It comes with a save-game option, plus combination test-and-game scenarios conceived and written by Fred Saberhagen, and (for when you have become an expert) the capacity to develop your own personalized scenarios. The opportunities for treachery will be endless!